

**Listing of Claims:**

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. (Currently Amended) A method of operating a gaming machine, comprising:  
monitoring a number of wager inputs from players of said gaming machine; and  
altering a data set visual motif having a plurality of symbols in response to said number  
being a certain value, said symbols indicative of a game outcome of said gaming  
machine.
2. (Cancelled)
3. (Original) The method of claim 1, wherein said certain value is a fixed value such that  
said step of altering occurs at a constant frequency.
4. (Original) The method of claim 3, wherein said certain value is every 25 plays of said  
gaming machine.
- 5-16. (Cancelled)
17. (Currently Amended) A method of operating a gaming machine, comprising:

storing a plurality of data sets, each data set having a plurality of symbols, said symbols  
indicative of a game outcome ~~for producing a plurality of different types of visual~~  
~~motifs on a display of said gaming machine;~~  
displaying symbols from a first one of said plurality of data sets ~~different types of visual~~  
~~motifs~~ on a display of said gaming machine in response to a wager input;  
monitoring a number of wager inputs from players of said gaming machine;  
discontinuing said displaying of symbols from said first one of said plurality of data sets  
~~different types of visual motifs~~ based on the number of wager inputs; and  
displaying symbols from a second one of said plurality of data sets ~~different types of~~  
~~visual motifs~~ on said display of said gaming machine.

18-19. (Cancelled)

20. (Original) The method of claim 17, wherein said step of displaying said second one occurs after a predetermined number of plays by said players.

21. (Currently Amended) The method of claim 17, wherein said step of displaying said second one occurs after determining a favorite data set from the plurality of data sets ~~visual motif~~  
~~of a variety of visual motifs~~ to be displayed by monitoring inputs from said players.

22. (Withdrawn) A method of operating a gaming machine, comprising:

receiving inputs from players during a basic game of said gaming machine, said basic game including a plurality of possible randomly-selected basic outcomes, said plurality of possible basic outcomes including a start-bonus outcome;  
displaying a first one of a plurality of visual motifs on a display of said gaming machine during said basic game;  
entering a bonus game in response to said start-bonus outcome being encountered;  
returning to said basic game after said bonus game is completed; and  
displaying a second one of said plurality of visual motifs on a display of said gaming machine during said basic game in response to said step of returning.

23. (Withdrawn) The method of claim 22, wherein said bonus game has a plurality of outcomes, said second one of said plurality of visual motifs corresponding to one of said outcomes achieved by said player.

24. (Currently Amended) A gaming machine, comprising:

a processor for randomly selecting one of a plurality of outcomes of said gaming machine in response to a wager from a player, said processor monitoring a number of wager inputs from players;  
a display for displaying symbols indicative of a game outcome ~~visual elements~~; and  
a memory device coupled to said processor and storing at least two data sets for producing at least two different types of said symbols ~~visual elements~~, said processor selecting one of said at least two data sets in response to the number of said wager inputs meeting certain criteria.

25. (Currently Amended) The gaming machine of claim 24, wherein said certain criteria is a predetermined number of said wager inputs ~~plays~~ from said players.

26. (Cancelled)